IN THE CLAIMS

1. (Original) An Internet-based computer network comprising:

at least one client computer;

a plurality of content provider computers; and

a server computer;

the client computer being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences and to cause meta information to be sent to the client computer identifying screensaver content corresponding to the personal preferences;

the client computer being programmed to receive the meta information and, based on the meta information, to obtain the identified screensaver content directly from a plurality of the content provider computers in accordance with the user preferences.

2. (Amended) The network of claim 1 wherein the <u>meta information includes a universal resource locator associated with the content provider computer</u> ~~screensaver content is visual content~~.

3. (Amended) The network of claim 1 wherein the screensaver content is <u>one of visual and</u> audio content.

4. (Amended) The network of claim 1 wherein the client computer is a mobile ~~display~~ device <u>with display</u>.

5. (Cancelled)

6. (Cancelled)

7. (Cancelled)

8. (Cancelled)

9. (Original) An Internet-based computer network comprising:

a plurality of client computers corresponding to a community of users sharing a common screensaver;

at least one content provider computer; and

a server computer;

each of the client computers being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences from the plurality of client computers and to cause each of the plurality of client computers to receive, in common, screensaver content corresponding to the personal preferences received from each of the plurality of client computers corresponding to the community of users.

10. (Original) The network of claim 9 wherein the each of the client computers is programmed to exclude from execution by a screensaver program at the client computer the screensaver content received in common by the plurality of client computers, based on input from a user of the client computer.

11. (Cancelled)

12. (Original) An Internet-based computer network comprising:

a plurality of client computers corresponding to a community of users sharing a common screensaver;

at least one content provider computer; and

a server computer;

each of the client computers being programmed to receive content from the at least one content provider computer, to allow a user of the client computer to perform a single action indicating a desire to include the content in a screensaver program, and to transmit information to the server computer indicating the desire to include the content in the screensaver program;

the server computer being programmed to receive the information indicating the desire to include the content in the screensaver program and to cause each of the plurality of client computers to receive, in common, the content for execution in the screensaver program.

13. (Cancelled).

14. (Withdrawn) An Internet-based computer network comprising:

at client computer; and

a server computer;

the client computer being programmed to operate a browser program capable of sending an access request to the server computer;

the server computer being programmed to send a browser_id cookie to the browser program in response to the access request from the browser program;

the browser program being programmed to save the browser_id cookie in a browser cookie database to present to the server in subsequent access requests;

the client computer being programmed to operate a client program capable of sending an access request to the server computer;

the server computer being programmed to send the client_id cookie to the client program in response to the access request from the client program;

the client program being programmed to save the client_id cookie in a client cookie database to present to the server in subsequent access requests;

the client computer being programmed to send an access request to the server computer via the browser program and to send the client_id cookie and the browser_id cookie to the server computer;

the server computer being programmed to match the browser_id cookie with the client_id cookie so that the server computer can associate subsequent access requests from the client

program with the browser_id cookie without receiving the browser_id cookie from the client program together with the subsequent access requests.

15. (Withdrawn) The network of claim 14, wherein the client computer is programmed to download the client program from a third-party site, after the browser program has saved the browser_id cookie in a browser cookie database to present to the server in subsequent access requests.

16. (Amended) A method ~~in an~~ for implementing an Internet screensaver on a network, the network including ~~comprising~~ at least one client computer, a plurality of content provider computers, and a server computer, the method comprising;

the client computer gathering user preferences for content presented by the screensaver;

transmitting the user ~~personal~~ preferences ~~of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent~~ from the client computer to the server computer;

~~the server computer~~ receiving the ~~personal~~ user preferences at the server computer;

~~and causing meta transmitting information to be sent to the client computer~~ identifying reference information to provide access to the ~~screensaver~~ content corresponding to the ~~personal~~ user preferences from one of the plurality of content provider computers; ~~and~~

transmitting the reference information from the sever to the client computer through a first connection;

~~the client computer~~ receiving the ~~meta~~ reference information at the client computer;

establishing a second connection from the client computer with one or more of ~~and, based on the meta information, obtaining~~ the ~~identified screensaver content directly from a~~ plurality of the content provider computers;

accessing the content at the location using the reference information ~~in accordance with the user preferences;~~ and

presenting one or more content items from the accessed content in the screensaver.

17. (Cancelled)

18. (Cancelled)

19. (Cancelled)

20. (Original) A method in an Internet-based computer network comprising a plurality of client computers corresponding to a community of users sharing a common screensaver, at least one content provider computer, and a server computer, the method comprising:

each of the client computers gathering personal preferences of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent to the server computer; and

the server computer receiving the personal preferences from the plurality of client computers and causing each of the plurality of client computers to receive, in common, screensaver content corresponding to the personal preferences received from each of the plurality of client computers corresponding to the community of users.

21. (Cancelled)

22. (Original) A method in an Internet-based computer network comprising a plurality of client computers corresponding to a community of users sharing a common screensaver, at least one content provider computer, and a server computer, the method comprising:

each of the client computers receiving content from the at least one content provider computer, allowing a user of the client computer to perform a single action indicating a desire to include the content in a screensaver program, and transmitting information to the server computer indicating the desire to include the content in the screensaver program; and

the server computer receiving the information indicating the desire to include the content in the screensaver program and causing each of the plurality of client computers to receive, in common, the content for execution in the screensaver program.

23. (Cancelled)

24. (Withdrawn) A method in an Internet-based computer network comprising at client computer and a server computer, the method comprising:

the client computer operating a browser program capable of sending an access request to the server computer;

the server computer sending a browser_id cookie to the browser program in response to the access request from the browser program;

the browser program saving the browser_id cookie in a browser cookie database to present to the server in subsequent access requests;

the client computer operating a client program capable of sending an access request to the server computer;

the server computer sending the client_id cookie to the client program in response to the access request from the client program;

the client program saving the client_id cookie in a client cookie database to present to the server in subsequent access requests;

the client computer sending an access request to the server computer via the browser program and to send the client_id cookie and the browser_id cookie to the server computer; and

the server computer matching the browser_id cookie with the client_id cookie so that the server computer can associate subsequent access requests from the client program with the browser_id cookie without receiving the browser_id cookie from the client program together with the subsequent access requests.

25. (Amended) A screensaver in a computer-readable medium comprising instructions to cause a processor to:

determine personal user preferences of a user of a client device with respect to screensaver for content presented by the screensaver;

transmit the personal user preferences to a server;

establish a first connection with the server;

receive ~~meta~~ information <u>from the server</u> identifying <u>a location of content at a content provider computer where the</u> ~~screensaver~~ content corresponding to the transmitted personal preferences <u>may be accessed by the processor</u>; ~~and~~

<u>establish a second connection to</u> ~~obtain~~ the ~~identified screensaver content from~~ one or more content <u>provider computers to access the content at the location specified by the reference</u> ~~providers based on the meta~~ information<u>; and</u>

<u>present the accessed content in the screensaver.</u>

26. (Amended) The computer-readable medium of claim 25 wherein the <u>instructions to receive the reference information includes instructions to receive a universal resource locator associated with a content provider computer</u> ~~screensaver content is visual content~~.

27. (Amended) The computer-readable medium of claim 25 wherein the <u>instructions to present</u> ~~screensaver~~ <u>include instructions to present</u> content <u>that</u> is <u>one of</u> audio <u>and visual</u> content.

28. (Amended) The computer-readable medium of claim 25 wherein the <u>instructions to present</u> ~~screensaver~~ <u>include instructions to present</u> content <u>that</u> is multimedia content.

29. (Amended) The computer-readable medium of claim 25 further comprising instructions to cause the processor to:

~~execute the screensaver content in a screensaver program; and~~

enable ~~the~~ <u>a</u> user to actuate, during <u>presentation of the content</u> ~~execution of the screensaver program~~, a hypertext link to the ~~at least one~~ content provider from which the ~~screensaver~~ content was <u>accessed</u> ~~received~~.

30. (Cancelled)

31. (Cancelled)

32. (Amended) The computer-readable medium of claim 25 further comprising instructions to transmit at least one report to the server regarding availability of the ~~identified screensaver~~ content from the ~~one or more~~ content ~~providers~~ provider computers.

33. (Amended) The computer-readable medium of claim 25 further comprising instructions to allow a user of the client device to perform a single action indicating a desire to ~~include~~ add the content to a user collection ~~in a screensaver program~~, and to transmit information to the server indicating the desire to include the content in the user collection ~~screensaver program~~.

34. (Amended) The computer-readable medium of claim 25 further comprising instructions to cause a processor to access ~~receive~~, in response to the transmitted personal preferences, ~~screensaver~~ content corresponding to the personal preferences from at least one content provider, and to periodically receive ~~additional meta information identifying~~ updated ~~screensaver~~ information regarding the location of the content from the server.

35. (Cancelled)

36. (Amended) A computer-readable medium comprising instructions to cause a server processor to:

to receive personal preferences with respect to screensaver content from a plurality of client devices corresponding to a community of users sharing a common screensaver;

to instruct each of the plurality of client devices to receive, in common, screensaver content, from a content provider computer, the screensaver content corresponding to the personal preferences received from each of the plurality of client devices corresponding to the community of users.

37. (Previously presented) The computer-readable medium of claim 36 further comprising instructions to cause a processor to receive information indicating a desire to execute the screensaver content by a screensaver program of at least one client device and to instruct each of

the plurality of client devices to receive, in common, the screensaver content for execution in the screensaver program.

38. (Previously presented) The computer-readable medium of claim 36 further comprising instructions to cause a processor to instruct one or more client devices to receive screensaver content from the at least one content provider, corresponding to the personal preferences, and to instruct an account of the user of at least one client device to be modified based on a value associated with the screensaver content.

39. (Amended) A computer-readable medium comprising instructions to cause a server processor to:

receive personal user preferences for content presented by a screensaver of a user of a client device with respect to screensaver content; and

determine reference information including a location where content corresponding to the user preferences may be accessed from one of the plurality of content provider computers; and

transmit meta the reference information identifying screensaver the location of the content corresponding to the received personal preferences that in a format to allow a client device to communicate with and access the content from may be obtained from one or more content providers and present the content based on the meta information.

40. (Amended) The computer-readable medium of claim 39 wherein the instructions to determine information including a location include instructions to determine a universal resource locator associated with the a content providerscreensaver content is visual content.

41. (Amended) The computer-readable medium of claim 39 wherein the instructions to receiver user preferences include instructions to receive user preferences about screensaver content that includes one of visual and is audio content.

42. (Amended) The computer-readable medium of claim 39 wherein the <u>instructions to receiver</u> <u>user preferences include instructions to receive user preferences about</u> ~~screensaver~~ content <u>that</u> <u>includes</u> ~~is~~ multimedia content.

43. (Amended) The computer-readable medium of claim 39 further comprising instructions to cause the server processor to:

transmit a hypertext link to one or more client devices pertaining to at least one content provider corresponding to the ~~identified screensaver~~ content.

44. (Amended) The computer-readable medium of claim 39 wherein <u>the instructions to receive</u> <u>user preferences include receiving user</u> ~~the personal~~ preferences ~~include screensaver content~~ from a user personalized web site.

45. (New) A computer network comprising:

a plurality of computers to provide one or more items of content; and

a server computer to receive user preferences for content and to determine reference information to provide access to the content corresponding to the ~~personal~~ user preferences; and

a client computer including a screensaver to:

establish a first connection with the server to provide the user preferences to the server;

receive the reference information corresponding, to the user preferences;

establish a second connection with one or more of the plurality of the content provider computers;

access the content through the second connection using the reference information; and

present one or more content items from the accessed content.

46. (New) The network of claim 45 wherein the reference information includes a universal resource locator.

47. (New) The network of claim 45 wherein the accessed content is one of visual and audio content.

48. (New) The network of claim 45 wherein the client computer is a mobile device with display.

49. (New) An Internet-based computer network comprising:

a plurality of computers to provide one or more items of content;

a server computer configured to:

determine reference information to provide access to content items; and

group the reference information into one or more collections;

receive user preferences;

identify one or more collections of interest to a user based on the user preferences, and

to transmit the reference information for the one or more identified collections; and

a client computer including a screensaver configured to:

receive the reference information corresponding to one or more identified collections from the server;

access one or more of the content items specified by the reference information; and

present one or more of accessed content items.

50. (New) The network of claim 49, wherein the server is configured to:

perform a search of one or more of the plurality of content providers based on criteria associated with a user preference received by the server;

determine reference information for content items that meet the criteria; and

add the determined reference information for the content items that meet the criteria to a user collection.

51. (New) The network of claim 50, wherein the server is configured to:

perform a search of one or more of the plurality of content providers based on criteria associated with a user preference;

determine reference information for content items that meet the criteria; and

create a collection of the determined reference information for the content items that meet the criteria

52. (New) An Internet-based computer network comprising:

a plurality of computers to provide content;

a plurality of client computers, each client computer including a screensaver and having an associated user, the client computer configured to transmit user preferences associated with each user; and

a server computer configured to:

receive user preferences;

determine reference information associated with the user preferences to provide access to content at one or more of the plurality of content computers; and

group the reference information into collections associated with each user;

transmit the user collections associated with each user to a respective client computer, wherein

the screensaver of the one or more client computers is configured to:

receive the user collection;

process the user collection to obtain the reference information;

access the content specified by the reference information; and

present one or more items of accessed content.

53. (New) The network of claim 52 wherein the server is configured to receive a preference of a first user, associate the first user's preference with content associated with a collection of a second user, wherein a change to the content of the second user collection is automatically reflected in the reference information transmitted to, received by, and presented by the screen saver associated with the first user.

54. (New)   A computer network comprising:

a plurality of computers to provide one or more items of content;

a server computer including:

an art collector configured to:

determine reference information that provides access to the content items from the plurality of computers; and

group the reference information into two or more collections;

a preference engine configured to:

receive user preferences for content; and

identify one or more of the collections of interest to a user based on the user preferences; and

one or more client computers, each client computer including a screen saver configured to:

establish a first connection with the server to provide the user preferences to the server and to receive the reference information corresponding to one or more identified collections;

establish a second connection with one or more of the plurality of the content providers to access the content specified by the reference information in the one or more identified collections; and

present one or more content items from the accessed content.

55. (New) An Internet-based computer network comprising:

one or more content provider computers;

a plurality of client computers, each client computer including a screensaver having an associated user, configured to gather and transmit user preferences for content presented by the screensaver; and

a server computer including:

a personalized sharing engine to receive and store the user preferences and to share the user preferences between users, and

an art collector to determine information that references a location of content from the one or more content provider computers corresponding to the user preferences and to provide the determined reference information to one or more of the client computers to facilitate access by the screensaver of the client computer to the content corresponding to the personal preferences at the determined location of the one or more content providers.

56. (New) The network of claim 55, wherein the personalized sharing engine includes a plurality of collections, each collection corresponding to a user and storing the preferences for that user including indications of content presented to each user by the screensavers.

57. (New) The network of claim 56, wherein two or more users form a community of users sharing a common screensaver and a change to the user preferences of a collection of one user in the community automatically causes a corresponding change to the user preferences of all the collections of the users in the community.

58. (New) A screensaver in a computer-readable medium comprising instructions to cause a processor to:

determine user preferences for content presented by the screensaver;

transmit the user preferences to a server;

receive reference information from the server identifying how to access content from a plurality of content provider computers corresponding to the transmitted personal preferences;

communicate with each of the plurality of content providers to access the content specified by the reference information; and

process and assemble the content accessed from each of the plurality of content providers into a format that may be presented to a user by a client device.